



RUNEWARS

MINIATURES GAME

Tournament FAQ

Summary of changes in this version

VERSION 2.0.0 / EFFECTIVE 10/20/2018

- Expansion Rules, Page 4–5
- Card Clarifications, Page 5–7
- FAQ, Pages 8–9

Errata

This section includes errata to rules and cards in the **RUNEWARS: MINIATURES GAME**.

Learn to Play

The following errata apply to the version of the Learn to Play included with the Core Set.

Objective Cards, page 15

The third paragraph of this section should read:

“If an objective card has a “Setup” section, players resolve that section’s instructions during the “Resolve Objectives” step of setup found on page 4 of the Rules Reference.”

Frequently Overlooked Rules, page 24

The fourth bullet of this section should read:

“Exhausted cards are only readied when the unit they are equipped to performs a rally (🌀) action or spends an inspiration token.”

Rules Reference

The following errata apply to the version of the Rules Reference included with the Core Set.

Line of Sight, page 13, section 46

The first paragraph of this section should read:

“To perform a ranged attack (🎯) or resolve other ranged effects that require line of sight, a unit must have line of sight to its target.”

Modifying Dice, page 13, section 51.4

The first paragraph of this section should read:

“Abilities that add icons are resolved before abilities that change dice, and abilities that change dice are resolved before abilities that remove icons as follows:”

Morale Test, page 14, section 53.7

Section 53.7 should be added:

“When there are no cards remaining in the morale deck, shuffle the discard pile and then place it facedown as the morale deck.”

Reform, page 16 section 68 and 68.2

The first paragraph of this section should read:

“Reform (🔄) is an action. When a unit performs a reform (🔄) action, that unit can be picked up, rotated, and placed on the play area facing any direction as long as the unit’s center point remains in the same position and the unit does not overlap or touch any obstacles it was not already touching.”

The second bullet of section 68.2 (page 17) should read:

“The active unit cannot be touching any new enemy units or other new obstacles.”

Terrain, page 19, section 81.9

The bullet for **Exposed** should read:

“**Exposed:** When a unit measures line of sight, it ignores this terrain if it is not measuring line of sight to this terrain.”

Threat, page 19–20, section 82.1

The second bullet should be replaced with the following bullet and sub-bullets:

- “If the attacker has a partial rank, threat is calculated according to its contacted edge, as follows:
 - ◇ **Side Edge:** If the defender is **not** touching a tray in the attacker’s partial rank, the attacker’s threat is equal to the total number of its full ranks. Otherwise, the attacker’s threat for that edge is equal to the total number of its ranks (including the partial rank).
 - ◇ **Rear Edge:** If the defender is **only** touching trays from the partial rank, the attacker’s threat for that edge is equal to the number of trays in the partial rank. Otherwise, the attacker’s threat for that edge is equal to the number of trays in its front rank.”

Timing, page 20, section 83.11

Section 83.11 should be removed. That section formerly read:

“Resolving an upgrade-card effect is optional unless otherwise specified.”

Expansion Rules

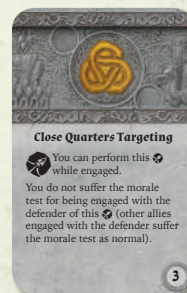
The following errata apply to rules introduced in expansions.

Conditions

The first bullet should be moved to appear last and should read:

“If a player’s effect causes a unit to receive a **unique** condition that a different unit already has due to the same player’s effect, the old copy of the condition is discarded before the new unit receives the condition.”

Upgrade Cards



Close Quarters Targeting

This upgrade card’s first paragraph should read:

“You can perform this 🎯 while engaged.”

Rule Clarifications

This section includes additional clarifications about rules in the **RUNEWARS: MINIATURES GAME**.

Open, Derived, and Hidden Information

Open Information

Open information is any information about the game, game state, or units that is available to all players. This includes faceup morale cards, any relevant tokens, the chosen objective and deployment, discarded upgrade cards, and any other information continuously available to all players.

All players are entitled access to open information and cannot hide open information from an opponent or omit specific details. A player must allow their opponent to discover the information themselves if they attempt to do so.

Derived Information

Derived information is any information about the game, game state, or units all players have had the opportunity to learn through card/game effects or through the process of deduction using open information. This includes each player's current score, how many of a particular morale card might remain in a morale deck, which unit a command tool belongs to, etc.

Derived information may be marked with the use of a token or other indicator so that players remember the information. A player cannot misrepresent derived information or hide the open information necessary to discover derived information.

If derived information is dependent on a player's previous decision or action, he or she must answer truthfully when asked about that decision or action. For example, Steph chooses her Spearmen unit for the objective Bounty. During a round later in the game, Bryan forgets which unit was chosen and asks Steph. Steph must answer honestly which of her units she chose for the objective.

Hidden Information

Hidden information is any information about the game, game state, or units unavailable to one or more players. This includes facedown morale cards (even if they were previously faceup), unrevealed command tools, cards within the morale deck, etc.

A player cannot learn hidden information without the aid of a game effect, rule, or another player verbally communicating the information. However, if a player that has access to hidden information about the game or a card and chooses to verbally share it with their opponent, that player is not required to tell the truth.

Expansion Rules

This section compiles expansion rules introduced in the **RUNEWARS: MINIATURES GAME**.

Adding Trays

When a tray is added to a unit, a new tray of the unit's type is connected to that unit.

- When adding a full tray to a unit, a figure corresponding to that unit's card is slotted into each empty slot of that tray.
- If adding a tray to a unit would cause that unit to overlap an obstacle, that tray cannot be added to that unit.
- When adding a tray to a unit, the tray must be connected so it is in the unit's back rank.
 - ♦ If the back rank of the unit is a full rank, and if the unit has fewer than four ranks, the added tray can be connected to the unit's back edge, creating a new back rank for that unit.
 - ♦ If the unit has four full ranks of trays, a new tray cannot be added to that unit.

Conditions

Each condition a unit receives is represented by a token that is placed near that unit on the play area and a card that explains the condition's effect that is placed near that unit's upgrades.

- When a condition is discarded, discard both the condition card and token, and that condition's effects end.
- A unit cannot receive a condition that it currently has.
- If a player's effect causes a unit to receive a **unique** condition that a different unit already has due to the same player's effect, the old copy of the condition is discarded before the new unit receives the condition.



Condition Token



Condition Card

Damage Pool

During the "Spend Hits" step of an attack, the attacker spends hit (★) icons to cause the defender to suffer damage. Before the defender suffers that damage, it is added to a damage pool. Some game effects, like the "Lethal" and "Protected" keywords, can modify damage in the damage pool before it is assigned to the defender.

- If both the attacker and defender have game effects that can modify the damage pool, the attacker resolves their game effects first.
- The damage pool only exists during the "Spend Hits" step of an attack.

Die Enhance Modifiers

Die enhance is a type of modifier. When this modifier appears on a dial, it has both a stance and colored dice symbol. When a unit performs an attack action with this enhance modifier, that unit rolls one additional die of the color matching the die shown in that modifier.



*Enhance Modifier
(Red Stance,
Blue Die)*

Inactive Runes

Each side of an energy token contains one or more icons depicting magical runes. The large runes on a token side are the active runes for that side. The small runes on a token side are the inactive runes for that side—inactive runes indicate the active runes that appear on the opposite side of that token.

Lethal [X]

While attacking, a unit with the “Lethal” keyword adds X damage to the damage pool.

Linked Names

Two or more cards’ names are linked if they have the same symbol next to their names. An army cannot contain more than one card with the same linked symbol. Cards with the same linked symbol can appear in the same army at different times during a game due to resolving game effects, such as transforming.

Note: Some units with linked names share a command tool with multiple silhouettes. The unit that is in the play area uses the command tool that matches its unit type and figure silhouette.

Overgrowth [X]

After placing terrain during setup, if a player has units or upgrades with the “Overgrowth” keyword, he or she can place overgrowth tokens on terrain. A piece of terrain that has an overgrowth token is **OVERGROWN TERRAIN**. Overgrown terrain has no inherent effect, but some game effects interact with it.



Overgrowth Token

- A player can place a number of overgrowth tokens equal to or less than the highest X value of the “Overgrowth” keywords in their army. Unlike other keywords that have an X value, multiple instances of “Overgrowth” are not combined.
- A piece of terrain cannot have more than one overgrowth token on it.
- If both players have units or upgrades with the “Overgrowth” keyword, the first player places all overgrowth tokens he or she wishes to place first, then their opponent does the same.

Protected [X]

While defending, a unit with the “Protected” keyword subtracts X damage from the damage pool.

Scoring Points from Abilities

When a player scores points from an ability, those points are added to their final score.

Scout

A unit with the “Scout” keyword is deployed after the “Deploy Units” step of setup. When a unit with “Scout” is deployed in this way, that unit may perform any action on its action dial with a blue stance and can resolve a modifier on its modifier dial that has a matching stance.

Steadfast [X] with a Value

While a unit with this keyword is suffering a morale test, the cards of the type specified by X are treated as having one additional morale icon.

Some “Steadfast” abilities are also modified by a value. While a unit with that version of the keyword is suffering a morale test, the cards of the type specified by X are treated as having that number of additional morale icons, instead of one additional morale icon. For example, while a unit with “Steadfast [Fear 2]” is suffering a morale test, Fear morale cards are treated as having 2 additional morale icons.

If an upgrade or other game effect gives a unit with “Steadfast” a version of the keyword that is different, ignore the instance of the keyword that has a lower value or has no value.

Terrain Skill

Some pieces of terrain have an ability preceded by a skill (☞) icon. While occupying this terrain, a unit can choose to resolve this ability when it performs a skill (☞) action.

Transform

Some game effects instruct a unit to transform into another unit. When a unit transforms, it is replaced with the figure matching the unit card that it is instructed to transform into. That figure is placed with its front edge matching the same position and direction in the play area as the original figure. The unit’s card is replaced with the unit card matching the unit it is instructed to transform into. The unit remains equipped with the same upgrades and keeps all conditions, boons, banes, or wound tokens that it previously had. The unit that transformed then uses the command tool that matches its unit type and figure silhouette. Some units that transform share a command tool with multiple silhouettes.

Unique Surge Abilities

A surge ability is unique if it uses the unique surge (☞) icon.

- A player can spend surges to resolve a unique surge ability only once per attack.
- If a unique surge (☞) icon is followed by a “+,” the player can spend any number of surges but can still spend surges to resolve the ability only once per attack.

Vitality

Vitality is a type of boon. When a unit that has a vitality token would suffer one or more wounds, that token can be spent to reduce the number of wounds suffered by one.

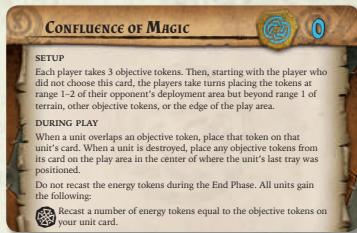


Vitality Token

Card Clarifications

This section clarifies individual cards and explains various card interactions.

Objective Cards



Confluence of Magic

Abilities that resolve “after energy tokens are cast during setup or the End Phase” do not resolve during the End Phase of games using this objective.

Unit Cards



Ardus Ix'Erebus

Ardus also gains the melee attack (M) and ranged attack (M) surge abilities from nearby ally units that are on upgrade cards equipped to those units.

Ardus can also resolve a surge ability on an ally's upgrade card that must be exhausted or discarded. That ally must then exhaust or discard that upgrade card.

If an effect such as Combat Ingenuity reduces the number of M icons preceding an ally's surge ability, the number of M symbols is also reduced when Arduus resolves that ability.

Ardus does not gain the unique surge (M) abilities of nearby allies.



Flesh Rippers

If this unit enters terrain during its activation before its command tool is revealed, reveal its command tool to show that it has activated, then its activation ends. Do not resolve its selected action and modifier.





Kari Wraithstalker

Kari's surge ability does not require line of sight.



Lord Hawthorne

Lord Hawthorne can continue to perform additional melee attacks (⚔) against enemy units that Lord Hawthorne has not targeted during the same activation (each ⚔ is an additional instance required to trigger Lord Hawthorne's ability).

Lessons of Seragart is resolved after building armies and defining the play area. In tournament play, this ability is resolved before game setup.



Ravos the Everhungry

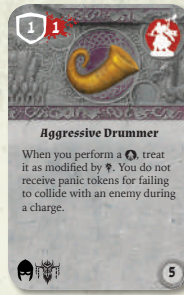
Units that have not yet been deployed do not gain a panic token from Ynfernaal Presence.

Upgrade Cards



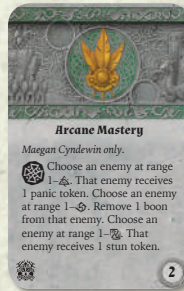
Aggressive Cornicen

A unit equipped with this card that performs a march (♣) with a turn (↻) or wheel (↻) modifier treats that ♣ as modified by a charge (♣) in addition to the other movement modifier.



Aggressive Drummer

A unit equipped with this card that performs a march (♣) with a turn (↻) or wheel (↻) modifier treats that ♣ as modified by a charge (♣) in addition to the other movement modifier.



Arcane Mastery

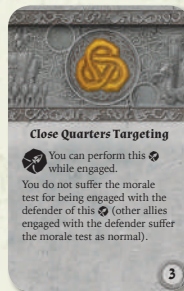
A unit equipped with this card can choose enemy units that it is engaged with while resolving this ability.



Bonecaster

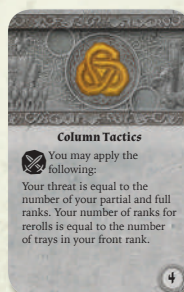
A unit equipped with this card that performs its charge as a charge cannot resolve surge abilities during that attack.

If another ability causes a unit equipped with this card to perform a charge, this card's ability can be resolved to perform that charge as a charge.



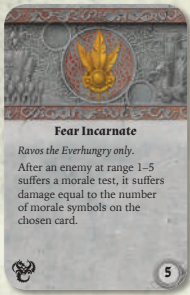
Close Quarters Targeting

A unit equipped with this card can perform a charge against any unit at range 1-5 and in line of sight, even while it is engaged.



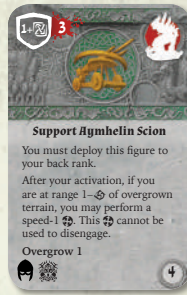
Column Tactics

The player controlling a unit equipped with this card must declare whether to resolve this card's ability during an attack before Step 4—Reroll for Extra Ranks.



Fear Incarnate

This card's ability does not inflict additional damage to units with the "Steadfast" keyword based on the additional morale icons granted by "Steadfast".



Support Aymhelin Scion

A unit equipped with this card can resolve this card's ability to perform a shift even while engaged, as long as that shift is only used to reposition.



Heartseeker

A unit equipped with this card can ignore line of sight, but must still choose only targets that are in its front firing arc.



Trumpets

This card ability only affects the turn (♯) and wheel (↻) modifiers. It does not affect turning charge (♯*).



Lay of the Land

If a unit equipped with this card performs a shift as part of another ability, it may resolve Lay of the Land, but must do so before resolving any other actions granted by that other card's ability.



Wind Rune

When a unit equipped with this card performs this skill action as a bonus action, it performs it after its selected action.



Scuttling Horror

A unit equipped with this card can exit terrain by resolving a sideways shift only if it is not engaged.

If a unit with this card equipped exits terrain while resolving a sideways shift, it must be placed with any part of its side edge touching that terrain piece.



Wraith Step

When Kari is engaged only with a unit that is occupying terrain, the edge of the terrain is treated as that unit's front edge all the way around, so this ability has no effect.

FAQ

This section answers frequently asked questions about the **RUNEWARS: MINIATURES GAME**.

Activation

Q: When does a unit's activation begin?

A: A unit's activation begins when the player controlling that unit declares that they activate it. The player then reveals that unit's command tool.

Adding Trays

Q: What is a unit with more trays than it started the game worth when determining score?

A: The unit's maximum points value is equal to its starting value.

Q: If a unit is made up of a single rank, can a tray be added to that rank?

A: No. The unit's single rank is both its front and back rank and is full. The tray must be added to a new back rank for that unit.

Example: A Reanimate Archers unit has only its front rank remaining, which contains one tray. The Waiqar player resolves Ankaur Maro's ability to add a tray. That tray must be added to a new back rank.

Attacks

Q: If a unit is destroyed during an earlier step of an attack, can the attacker still resolve a morale test?

A: No.

Closing In

Q: When a unit closes in with an enemy unit that it is squared up to, does it collide with the tray connectors of that unit?

A: No. While performing a shift (↔) to close in, ignore both unit's tray connectors. This frequently results in the unit filling in the gap left by the removed tray(s) as depicted in the Closing In diagram on pg. 22 of the Rules Reference.

Q: When closing in, can a unit perform a shift (↔) in a direction that does not fill the gap left by the removed tray(s)?

A: Yes, as long as the shift (↔) results in both units remaining engaged with each other.

Damage

Q: While attacking, can damage be assigned to figures in the backmost rank that are in different trays?

A: Yes. As long as the attacker assigns damage to one figure at a time and follows the other rules of assigning damage.

Figure Upgrades

Q: When assigning damage to a figure upgrade, does the attacker need one accuracy icon per point of damage assigned?

A: No. For each accuracy icon assigned, the attacker can assign damage to that figure until that figure suffers one wound, then that accuracy icon is spent.

Q: If a figure upgrade in the front rank of a unit that is of a different type than that unit's trays is destroyed (for example, a siege figure in an infantry unit) how is that figure replaced?

A: Remove a tray from the backmost rank that is as full as possible with figures that match that unit and replace that figure upgrade's tray with it. If there are any empty slots in this tray, replace that empty slot by removing another figure from that unit's backmost rank that matches that unit (if able).

Example: A Reanimates unit equipped with Support Carrion Lancer loses that figure upgrade, which is in its front rank. The Reanimates unit has three ranks, but its backmost rank includes one tray only with 3 Reanimates figures in it. The Waiqar player removes the Carrion Lancer tray from the front rank and replaces it with the Reanimates tray from the backmost rank. Then, the Waiqar player removes one additional Reanimates figure from the unit's new backmost rank and replaces the empty slot in the tray that replaced the Carrion Lancer tray.

Q: If assigning damage to a figure upgrade that is in the middle tray in the front rank of a unit would cause that unit to be split into two separate groups of trays, must that damage be assigned to another eligible figure?

A: Yes, unless the attacker spends accuracy (⚔) icons to allow them to assign damage to that figure upgrade.

Example: A Spearmen unit equipped with Front Line Rune Golem has only its front rank remaining. The Rune Golem figure is in the middle tray of the unit's front rank. That figure upgrade cannot be assigned damage that would cause the unit to be split into two groups unless the attacker spends an accuracy (⚔) icon. If the Front Line Rune Golem is destroyed, the unit's position is marked and the tray is removed and replaced with one of the other trays from that rank.

Q: How is a unit's type treated if a figure of a different type than that unit is the last figure remaining in that unit's backmost rank (for example, a siege figure in an infantry unit) due to that figure upgrade being placed in the middle of the front rank?

A: That unit is still treated as its original type with the same unit card and command tool.

Q: Can the attacker spend accuracy (⚔) icons to allow them to assign damage to figure upgrades (including heavy (⚔) figure upgrades) that could not normally be assigned damage because they are in a tray that, if removed from the unit, would cause that unit to be split into two separate groups of trays?

A: Yes. If this would cause that tray to be removed, replace that tray with a full tray from the backmost rank as normal.

Q: When a heavy (♣) figure upgrade is destroyed, which player chooses the tray from the backmost rank to replace the removed heavy (♣) figure upgrade's tray?

A: The attacker (or the unit's opponent, if the figure upgrade was not destroyed by an attack).

Line of Sight

Q: Can a unit that is engaged with its front edge entirely in contact with an enemy unit trace line of sight to another unit through the narrow, unobstructed areas at the corners of the engaged unit's firing arc?

A: No.

Q: Can a unit trace line of sight to another unit through the narrow, unobstructed areas between the trays of units that are squared up with two adjacent sides of that unit.

A: No.

Measuring Range

Q: Can a player use the range ruler to premeasure by holding the ruler from either end?

A: Yes. A player can select which component to hold the range "1" end of the range ruler over.

Q: Can a player premeasure to a point on the playing area that is not part of a component?

A: Yes. A player can premeasure using the range ruler at any time and can hold the range "1" end of the ruler over the component that is being measured from.

Q: When an ability affects unit(s) at range 1-♣, 1-♠, or 1-♠, does that ability affect unit(s) at range 1 even if there are no active runes of the specified type?

A: Yes, unless another part of the ability specifies otherwise.

Modifiers

Q: Can both a turn (♠) or wheel (♠) and a charge (♠) modifier be applied to the same action by an effect like Aggressive Cornicen?

A: Yes. When these effects are combined the movement is treated as modified by a charge in addition to the other movement modifier, similar to a turning charge (♠).

Movement

Q: When does squaring up happen? Is it during or after a unit performs a move?

A: After. A collision occurs after a unit performs a march (♠) or shift (♠) action and touches an obstacle. Then, if the unit has collided with an enemy unit it attempts to square up.

Q: Can a unit square up after it moves if it would overlap an ally but would collide with an enemy unit (and squaring up would allow the moving unit to not overlap its ally at the moving unit's final position)?

A: No. A unit cannot overlap any part of an allied unit at the end of its move, even if squaring up would cause the unit that moved to no longer overlap that allied unit.

Setup

Place Terrain

Q: What happens if there is no legal placement option for a piece of terrain due to deployment zones or range to play area edges or other terrain?

A: If players cannot place a piece of terrain, that terrain is not placed in the play area.

Resolve Objectives

Q: What happens if there is no legal placement option for an objective token?

A: If players need to place objective tokens but cannot satisfy all conditions, satisfy those conditions to the extent that is possible. For example, if an objective requires four tokens be placed but there is no legal placement option for the fourth token, that token is not placed.

Terrain

Colliding with Terrain

Q: If a unit collides with a terrain piece and does not occupy it, can that unit move through that terrain if it begins the next turn touching that terrain?

A: No. If a unit would overlap an obstacle while moving, that unit's movement is halted.

Q: Does a unit square up with a piece of terrain after it collides with a piece of terrain that is occupied by an enemy unit?

A: No. The unit that moved is treated as if it is already in contact with the front edge of the unit occupying that terrain. The unit that moved does not pivot or square up.

Exiting Terrain

Q: When a unit exits terrain, does the act of exiting the terrain count as performing either the march (♠) or shift (♠) action?

A: Yes.

Occupying Terrain

Q: If a unit with a revealed charge (⚔) or turning charge (⚔) modifier collides with and then enters a piece of terrain that an enemy is touching, does that unit perform its charge melee attack (⚔)?

A: Yes.

Terrain Keywords

Q: If a unit is occupying terrain with the Exposed keyword, is line of sight ignored when measuring line of sight to that unit for a ranged attack (🏹)? In other words, can that unit be targeted with a 🏹?

A: Yes. See the errata section “Terrain Keywords” on page 10.

Q: Do other units ignore units and terrain when attempting to target a unit that is occupying terrain with the Elevated keyword?

A: No.

Q: Does a unit receive panic tokens if it begins its activation touching terrain with the Taxing keyword?

A: No.

Threat

Q: How is a unit’s threat calculated when it performs a melee attack along its contacted side edge and that unit has a partial rank?

A: If no trays from the partial rank are touching the defender, the trays of that rank are not counted as part of the contacted edge. See “Threat with Partial Ranks” on page 10.

Q: How is a unit’s threat calculated when it performs a melee attack along its contacted rear edge and that unit has a partial rank?

A: If the only trays touching the defender are from the partial rank, only the trays of that rank are counted as part of the contacted edge. See “Threat with Partial Ranks” on page 10.

Q: How is a unit’s threat calculated when it performs a melee attack and has two contacted edges and a partial rank?

A: The attacker chooses which contacted edge to use. If the attacker chooses to attack along the contacted side edge and the defender is touching a tray in the partial rank, the threat is equal to the attacker’s total ranks (including the partial rank).

If the attacker chooses to attack along the contacted rear edge and the defender is touching trays that are not in the partial rank, the threat is equal to the number of trays in the attacker’s front rank. See “Threat with Multiple Contacted Edges” on page 11.

Threat with Partial Ranks



1. The Reanimates have a partial rank and are flanked on their left edge by the Spearmen. When the Reanimates perform a melee attack (⚔) action, their threat is equal to one.



2. The Reanimates have a partial rank and are flanked on their rear edge by the Spearmen. When the Reanimates perform a melee attack (⚔) action, their threat is equal to one.

Upgrades

Q: If a unit is in an army of a different faction due to an effect such as Ankaur Maro's Forbidden Lore of the Shadow Council ability, can that unit equip upgrades of that army's faction?

A: No. That unit can equip only upgrades that do not have a faction icon.

Threat with Multiple Contacted Edges



The Reanimates have a partial rank and are flanked on two contacted edges by the Spearmen. When the Reanimates perform a melee attack (ⓧ) action along their side edge the unit's threat is equal to its total ranks and is two.

When the Reanimates perform a melee attack (ⓧ) action along their rear edge, the unit's threat is equal to the trays in its front rank, so the unit's threat is two.